



Notes:

1. Class Menu -- sets up an easily changeable menu for the program. This should offer 2 options: Play game, or Exit.
2. Main -- Not much here but to start the game.
3. Class Game -- Most of the action takes place here. It starts the game and initializes the Die/loadedDie objects depending on player's choice. It also keeps track of score and player information, and prints out the results after each round and at the end of the game.
4. class Die -- This creates a regular die based on user-specified sides.
5. class loadedDie -- This class inherits behavior from class Die. It also has its own returnRoll function which uses a different algorithm to make the die land on higher numbers on average than a regular die with the same sides.